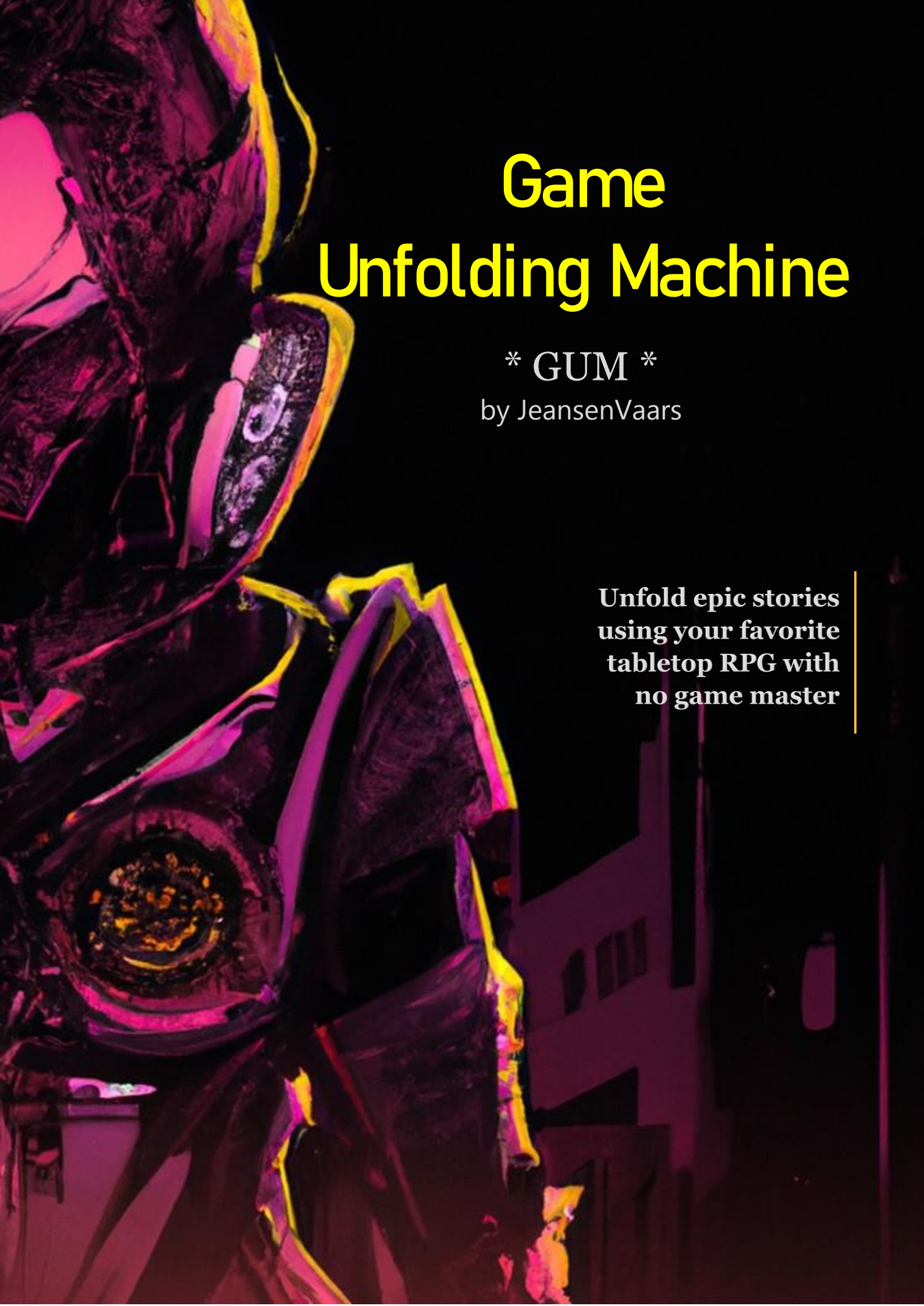




Game Unfolding Machine

* GUM *
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**Unfold epic stories
using your favorite
tabletop RPG with
no game master**

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Introduction

GUM is a **generic** and **modular** GM Emulator that enables you to play any RPG without a GM. It provides a unique toolkit to run an RPG from scratch, come up with ideas, obstacles, and trouble for your characters, thus allowing you to play your favorite RPGs at your own pace.

PCs	Player characters (one or more). It refers to game characters, not player.
NPCs	Characters that are not deliberately controlled by you, rather the world.
GM	Game master, dungeon master. In this case, GUM, and a bit of you.
Prompts	Evocative ideas to help you bring content and situations for the PCs.
Random table	List of possible values chosen at random. Roll dice and read results.
Oracles	Random tables (or images, tarot, etc.) meant to spark your creativity

What is a “GM Emulator”?

To play an RPG without a game master, you need to be both the GM and the player, with the catch that the emulator is going to lift off some of your GM-side effort, by challenging your own ideas, helping you improvise, and not knowing it all.

With GUM as GM emulator, you delegate critical GM decisions to it (me), in the form of questions, so you don't know the answers ahead of time, I may also be ruining or distorting your PCs plans, answering questions as the NPCs, and giving you ideas for what your PCs find next. However, **you** decide **when** and **how** you call me, and what for.

Bring an interpretative mindset

There are various random tables with single words or short sentences: a mindset toward reading those words flexibly helps a lot.

This is why solo systems call them “oracles”: they are not meant to be read literally.

If you read “military”, it can be anything from a spartan soldier, a modern bunker, or memories of a shooter game. Adjust it to your current context.



How is it different from other tools?

GUM is a collection of rules-light random tables that you can use during various situations.

1. A guided approach to setup a game from scratch, leading you **into** your first scene.
2. Multi-perspective oracles that trigger your imagination, to answer all of your questions.
3. Rules for checking whether your PCs plans are carried on as expected, partially, or disrupted, depending on the level of tension you assess.
4. Bundle of independent solo tools, that you can use, combine, and hack however you like.
5. Extra pack of random tables to fill those gaps when you need, such as locations and NPCs.
6. Print-friendly one-pager to play very easily.

What do you need?

Some experience with RPGs. Dice. Time. Coffee.

Driving the game

Meta-tool: Either to drive your game, or to define the content of certain scenes, use the plot unfolding tool to prompt ideas.

You can interpret the scene rules freely, or from there, trigger the available tools of GUM to enrich them, on a need-basis. From there, it is only a matter of practice. Have fun!

The tools of GUM

Game setup guide: A step-by-step process defines out what the game will be about, with locations, problems, hooks, goals, and starting leads. It may be also used to generate quests too.

Tool I. Oracles: Bring creative answers to your questions, conversation topics, or random events.

Tool II. Plan check: PCs take action, execute a plan: Do things go well? Are there interruptions? unexpected circumstances? Change of plans?

Tool III. Intervention: For those tense moments, does anything happen? Does the GM interrupt?

Tool IV. Challenge: Call your PCs to action by placing them in situations where they need to act.

Tool V. Combat: Design interesting battles with terrain features and clever enemy behavior.

GM-Less philosophy

How do you play Solo RPG?

If you played solo before, you may already know the drill, so feel free to skip this section forward.

But, if you haven't, how does it all work? For me, playing Solo RPG, without a GM, resembles to when I was just a kid: My parents would buy me some action figure toys, and I would spend entire evenings playing with them. I'd make up stories, or create situations, I would imagine a location, with houses, cars, trees, and other representative environment assets, to set up various scenes.

I would highlight one character, voice act them, saying what they say (out loud, on my head, or mumbling), and then I would pick another figure, and voice act their response, to talk to each other. They would eventually take action, or fight some enemies, or face hazardous challenges, and the story would move forward. Finally, I took either a break to come back later, or wrapped up the story with an ending. This is already solo story-telling.

Now, we learned RPGs like Pathfinder, D&D, or Shadowrun, as collection of rules that simulate situations or help structure a narrative, and we might not have a group for it, or might want to play on our own pace, to explore our imagination.

What if we combined the kids with toys version, with RPG rules? Well, that is playing RPGs solo! You play one or more action figures, have them act, roll dice, take risks, and deal with outcomes.

And yes, you do both the GM part, and PCs part.

How do you use the RPG?

The characters you play with, are character sheets, instead of action figures and toys. They have stats, items, background stories, and interact with the world through the rules of the rulebook you use.

Whenever your characters take action, rather than arbitrarily narrating the outcome, roll dice, use the RPG mechanics, and see how things go. Then, live on with consequences, wherever they lead to.

Since you are also driving the game narrative, you should use the tools presented in this book, to come up with things for your characters to act on, and also to be yourself surprised with not only the outcomes of your character actions, but also with interruptions and plot twists you didn't originally expect in your game.

How to play Coop without GM?

Following the earlier analogy, as I was a kid, sometimes, my parents invited some friends at home. They would bring their own action figures, we would sit down together, setup the scene together, agree on some ground rules (let's play this, or that. Or that is not allowed, and so on), and do the exact same thing, but together.

Sometimes I proposed some evil enemy, and I would see how my friend reacted to them. Other times, they brought some challenges, and I used my figures to take action. We agreed to be allies, while each would still play their own toys. If I didn't like their idea, I would still play it along, just knowing that next time, I could propose one idea, so they play along, and everyone played a part.

Grown up tabletop roleplaying games are again, more complex, and typical games would require a game master, because simulating hundreds of pages, coordinating a group of people, is way more complicated than just playing with toys.

The essence remains the same, all players would be playing as equals, everyone bringing world problems, enemies, challenges, as well as playing their action figures reacting to those problems. It is all a matter of agreeing on some general rules, what is possible, what isn't, some veto power, and taking turns to take over the simulation of the world and its denizens.

When using each character's protagonists, the RPG kicks in, and mechanics play out. There will be a bit of game mastering, and a bit of playing. Perhaps a battle would be setup, or a location described, or an enemy introduced, an NPC roleplayed. Everything is possible, this way!

Methods of playing

In the kid's scenario, we played in our heads, or by playing character voices out-loud. We also brought physical action figures, and assets, to use them for visual reference. But it isn't the only way.

We could just as well go and theater of the mind the whole thing. Another way is to hand-draw important events of the game, or write the game as a novel, slowly, carefully, and narratively.

GUM can be played in any of these ways, or any combination of them. You may combine different styles depending on the importance you want to give a certain part, or to the level of detail you want to give to certain event. For example, to describe a location, you could write it down, paying attention to details, before proceeding, and do world building. While a fight, you may just play it in your head, or table, using the RPG.

Take your time. It is your game. Not in a hurry.

How much to use these tools?

Up to your preference, you decide how much, and how often. You could use them a lot, at every scene of the game, or just in critical moments of your game. A balance is recommended, since too much rolling every minute may feel heavy, and it may be smoother to just make things up at times.

GUM is rules and setting agnostic, you can play with Fantasy to Post-Apocalypse, crunchy rules, to narrative and light RPGs. I provide you with tools. Use what you like, ignore what you don't, and use as much or as little frequent as you prefer. It is all made for you.

Most importantly, it is **your** game. Have fun.

Play in your head

Just like the Kid's scenario, this method is fast and to the point. You don't need to word out your creativity, you can picture locations and enemies in your head without the words for it. You could play conversations in your head, take important decisions, and move forward, just to stop from time to time, to take notes and journal events.

Play by voicing it out

Playing out loud has the great advantage of practicing your vocal narrative skills, and even your game-mastering skills. The speed of the game would be as fast as a game with a group.

Prepare your character sheets, print or have the GUM rules at hand, and get on playing, voice your GM narrative with one voice, and your characters voice with another, and feel free to record it if you would like to later listen to it.

The advantage of this method, is that you could record your voice, make a podcast, record your screen, or your camera for a narrative video, like the YouTube channel: My, Myself & Die.

Play by writing

You may write a novel-like story as you play, the speed of such a game is much slower, but will also give you more time to think, allow narrate things elegantly, and help you organize ideas.

Such games can then be shared with others, or published online as a collection of actual plays.

Analogue setup

The environment in which you play is critical, many solo players enjoy their desk, with a candle light, hardcover books, miniatures, and actual dice. Add to it a journal to hand-write some notes, and you'll have a personalized setup.

Digital tools

As much as you can play theater of the mind, you could make use of software to empower your pace, and keep digital notes on your PC or phone.

You can use VTTs to play with digital figures (2D or 3D), use note taking apps like Obsidian or Notion, or even RPG specific software for your specific game. I also created a tool called "Play by the Writing" which you can use to automate dice rolls, random tables, with keyboard shortcuts. And don't forget about AI, to help here and there.

Other uses for GUM

World building, or prototype RPG adventures!

The tools of GUM

For GUM, it is important, to make sure you **never run out of ideas** when thinking how to move your game forward. Since I do not want to limit the way, you come up with ideas, a set of **tools** are given, so you use them **when** you need, for **what** you need, in no specific order or priority.

Learn the five random-table based tools here in order to play *the GUM way*. No need to know the random tables values, just their purpose, and most importantly, know **when** is it best to call them.

On top of the tools, a **meta-tool** represents a tool of tools, which guides you into using those tools.

Mastering the Meta-Tool

The meta-tool is the driver of your game. Whenever you need to know, "what now?", then it is time for it. It is a scene designing utility that indicates what could happen when your PCs go here or there, do this or that. Regardless of what you expect to happen, you are not in control of the universe outside your PCs actions. So, this meta-tool brings those external factors to your game.

When to use: New scenes where anything can be.

Tool I: Oracle

This should be the most frequent tool you use. It represents the "delegation" aspect of GM-less. Any question you have, for which you do not want to decide, or would rather have a "GM tell you" (hence GM emulation), then ask away.

When to use: Any time you have a question for which you do not want to impose an answer to. Regardless of where and when, game setup, world building, actual playing, during a scene, or a fight.

Tool II: Plan Check

Plan checks are responses from the universe to your PCs intentions. The typical use case is when your PCs go from A to B, open a door, launch a plan, or enter a new, unknown location.

When to use: Whenever you want to know "is everything alright? Do things go as planned?"

Tool III: Intervention

These are classical interruption chances. There are tension moments in your game when things can go badly. This is that.

When to use: Whenever you want to ask "does anything happen now?" and you are a bit scared.

Tool IV: Challenge

Skill tests are drivers of your RPG. These will be predominant if your RPG rule system matters to you. But do not underestimate it, despite the RPG, challenges are a source of scene ideas.

When to use: Whenever your PCs traverse a place of danger, caution, or adventure. Or anytime, if you can be creative enough.

Tool V: Combat

This is pretty self-explanatory, if your next scene is a fight, or if any other tool invoked a conflict, use this one.

When to use: When designing a battle, mostly if you don't know exactly who or how your enemies behave or act in a fight.

More tools?

More tools are provided in GUM Extended. I considered the five tools here the essentials for playing a Solo game, but there's always room for more. Find tools such as the Scene Kicker in there.

Random tables in the appendix

Keep in mind, at all times, the random tables for **NPCs**, locations, actions and motivations.

Motivations tables can be critical to define interests, factions, political powers, or nemesis.

The game setup guide

Despite being at the beginning, it is advised that you are aware of all tools before you journey it, since you can help yourself with them when creating your game, including the random tables.

Game setup is the kitchen of ideas for your game!

Playing scenes in GUM

A **session** is a block of time where you sit down and play. Ideally, without interruptions. Within a session, you can split it into multiple scenes. A **scene** is a unit of game where you handover action to your PCs, to fulfill a given purpose.

For tracking, record your session and scene numbers, where the scene number is held for the entire game. For example, session 1: scene 1, 2. Session 2: scene 3, 4, etc. Consider tilting them!

Scene structure

Don't feel obliged to use this method religiously.

Phase 1: Scene Setup

- **Context:** What are your PCs trying to do? What is the most likely next event? If you know, go with it. If not, use the meta-tool.
- **Location: Where the scene takes place**
Take your time to describe the place within your world. Picture it in your head. Consider the location random tables in the appendix.
- **NPCs: Describe who else is in the scene**
Other than your PCs, who is there? What are they doing as PCs arrive?
NPCs are difficult to manage without a GM, so you might want to get ahead and *know a bit more than the PCs about them*, so you can roleplay them accordingly to the situation.

A rule of thumb for NPCs is to think or decide whether they are important or not. If they are important, know their motivation, so they play their part in your game. Consider the **motives** random tables in the appendix for this. This means, knowing the faction they belong to, and their most apparent or visible goals.

If they are not important, or you are not yet sure, just figure their current activities, some **NPC details**, like their looks or behavior, and figure them out on the fly. Both ways are valid!

Phase 1 tools: Meta-tool, Tool I (Oracles, to flesh out ideas), Brain Prober, Random tables.

Phase 2: Scene Handover

As soon as you are done with the scene setup, make a proposal. This is the handover you do from the GM hat to the PCs spotlight.

Introduce a scene proposal that ends with the words: **"What do you do...?"**

Using these words in your sentence, forces your brain to prepare the ground for the PCs, even if they just describe themselves, what they do, or ask questions. This is an RPG oriented method.

Phase 2 tools: To trigger ideas for the PCs, use Challenge, Scene Kicker, or Enemy Action tools.

Phase 3: Scene Play

As your PCs take over, they start doing things. Here is where you must be in a reactive stance, to your own PC choices. Answer their questions, play the NPCs, check their plans, or interrupt them.

Phase 3 tools: Oracles, Plan Check, Intervention, NPC interaction, Plot discovery.

Phase 4: Scene Ending

As the purpose of the current context is over, move on to your next scene. Even if it is a smooth transition in terms of time and space. Take notes.

Consider the **concluding threads** chapter for a method to keep track of your plotline progress.

Session resume & recap

When sitting down to play, in whichever method or format you choose, you'll want to review your notes, do (or present) a recap about what happened in the last session, and gather the context of what happened so far. Take your time to dump down any mental notes you had, which are not part of your written notes. It can help settle down pending ideas, or open questions at a general level. Once ready, move to scene setup.

Quick example

Before we deep dive into the details, you can take a look at the basics. Keep in mind this is **over-simplified**.

Asking questions

GUM (**GMe**) Will act as a game master helper. It can't propose game content by itself, but it can give ideas, and answer your questions, for an unpredictable experience. *Asking* well-placed questions is the base of playing GM-less.

- **Yes/no:** "Is the door open when we arrive?"
- **Who:** "Who arrives today in the caravan?"
- **Where:** "Where was the King last night? talk!"
- **What:** "What is going on today, in the city?"

TECHNICALITIES - Speaking with yourself:

For clarity purposes, you find here three voices:

GM (you), **PC (you as PCs)** and **GMe (tools)**.

These are, implicitly, three voices in a solo game. You may choose to hide some, and must not need to separate them like this; you may play your character in first person, and talk directly to **GMe**; or convert your game to a novel, so only the **PC** voice remains; others prefer to practice their GM skills, so the **GM** voice holds its place; if you want to share an actual play, other players may be interested in how "you think", so they may find very valuable that you display all voices.

In the end, what matters is your preference and enjoyment. There are no rights or wrongs in this.

Scene 1

Phase 1: Scene Setup

You (GM): "Are the sewers easy to find?"

GMe: (Oracle. yes/no, GM question, even odds) → **1d20: 12** = "Weak yes"

You (GM): "Yes, kind of, *in a dangerous district*"

The "**Weak yes**" makes the location relevant to the game. I also assume PCs know about this.

You (GM): "Where are they, exactly?"

GMe: (Locations table. Where? – location, Urban type) → **1d20: 14** = Market, street shop

You (GM): I have chosen the "Urban" column, since we are in a city. The sewers are somewhere past the "Talos Market".

Phase 2: Scene Handover "So. What do you do?"

Phase 3: Scene Play

You (PC): "Do we know anyone important there?"

GMe: (Oracle. yes/no, PC question, even odds) →

1d20: 12 = Answer on success (Average)

You (PC): "I have Streetwise!" 🎲 (Succeeds!)

GMe: (NPCs table. Who? – Character) →

1d6: 6 (type) and **1d20: 13** (identity) =

Special type: underground.

You (GM): PCs heard rumors of the Ratmaster, a super-mutant suspected to wander those sewers.

We *shouldn't* be in full control of the game; we have to bring risk, and surprises, for a richer game experience. Decide **when** such risk *may* kick in:

You (PC): "We go to the sewers entrance!"

You (GM): I check for issues along the way.

GMe: (Plan check) **1d20: 18** → as planned.

Scene 2

Phase 1: Scene Setup

You (GM): The PCs arrive to the sewers entrance.

GMe: (Locations table. Detail)

1d20: 3 → "Old, relic, Legendary"

You (GM): These sewers seem very, very old"

Phase 2: Scene Handover "So. What do you do?"

You (PC): "I have history knowledge. Do I know anything historically speaking?" (🎲 success!)

You (GM): "You remember something indeed"

GMe: (Grand oracle. What?) **3d100** →

Recognize + Buried + Territory

You (GM): "these sewers were used to store very old artifacts from family ancestors. They were used during the old war".

You (PC): "We go ahead and enter the sewers"

GMe: (Plan check) **1d20: 2** → A complication!

1d20: 12 → "Now impossible, can't do"

You (GM): Hm... "the sewer bars are locked."

You (PC): "Oh no! Is there any lock we could pick? Any other way we could get in?"

GMe: (Oracle. yes/no, PC question, even) →

1d20: 1 = No, in fact...

Game setup guide

The goal of this tool is to bring ourselves into getting the game going, in **eight steps**.

We will be following a series of random tables that are meant to be used in the given order. The tables won't give exact details, but a very basic skeleton of critical points. Expand such points into more detail.

Take your time for setting up the game; if you go too fast, you may skip details, and later realize that things may not make sense, or that your PCs are doing things without clear reasons. Such issues can halt a game.



If you have any story-related questions while using this guide and reading the table answers, learn [Tool I](#), since it will bring interesting answers and twists to your setup. Additionally, you may very likely need [locations](#) and [NPCs](#) as you go through these steps, so familiarize yourself with the [Random Tables](#) in the appendix of this book.

Pick an RPG you are excited about, and keep its setting at hand (if it includes one), as it will surely inspire you to connect the results we are going to get from the tables; focus on what your PCs know, not more.

1. Your plot starting location? Choose, or roll

Take these abstractly, adapt to chosen setting, let your imagination flow by reading all words.

d20	Start location archetype
1	Jungle wilderness, humid, rain, rivers, swamp
2	An abandoned building, castle, ruins, mansion
3	Buzzing metropolis, huge city, crowded place
4	Strange cave, underground, underworld, darkness
5	Alien, strange, exotic, weird, where are we?
6	Research facility, station, lab, magic academy
7	Open wilderness, forest, rocky places, cliffs
8	Desert, oasis, nomad camps, travelling people
9	Huge mountains, snowy peaks, hazardous weather
10	Trade routes, famous roads, long journeys, travelling
11	Ocean, island, sea, underwater, navigation
12	Remote town, village, perhaps abandoned, ghosts
13	Manor, a mansion, hotel, resident evil, space station
14	Snow, tundra, very cold, freezing conditions
15	Neighbor, ghetto, dangerous zone, heavy suburbs
16	Secret guild headquarters, facility, station, hideout
17	High, flying, tall building, airship, aircraft, spaceship
18	Military, barracks, fortress, carrier, tank, submarine
19	Special headquarters, selected, sacred, elite, mutants
20	Unexplored continent, planet, lands, new world

Consider: Starting with your rolled location archetype, lookup a location in your RPG and setting that matches the description. If you are not sure what it all means yet, move on and come back to it later. Why not consider creating your own d20 locations table? so you could fit your specific setting results.

2. What is going on there? Choose, or roll 1d20

We start to bring relevant content into your game. For the results you get in the next tables, you make an interpretation. Since the prompts are vague, the column "**think about...**" gives optional points to consider.

 d20	Big problem	You may also think about...
1	Oppression, tyranny, there's an annoying leader, it is terrible	How is the region ruled? Who is, or are, the rulers?
2	High crime, violence, murder, injustice, nobody acting	Why is it dangerous? What do people do to get by?
3	Something extremely important or valuable got lost, or stolen	What could be valuable in here, to be such a big issue?
4	Common enemy, a threat is building up, and is going to affect us all	What occurred recently that such enemy is now a threat?
5	There is a huge confrontation of forces that compete for power	Who are the parties? How is this conflict affecting others?
6	Natural disaster, a catastrophe stroke, there are sequels, side-effects	How are the geography, conditions, magic, or tech?
7	Plague, curse, damnation, sickness, disease, we can't help it	If there were hope to cure or treat it, what could it be?
8	Secret organizations, rumors, intelligence, espionage, we're being watched	What are they scared of, that we are being watched?
9	What used to work isn't working anymore, failure, damage, are we doomed?	What are some critical or limited resources available?
10	Since an object was discovered or brought here, everything is wrong	What could break the balance so suddenly?
11	Conflict, war, we are all affected by it, we need to work together	Who is attacking? why? What are the known reasons?
12	Endangered tribe, species, creature, animals, or similar vulnerable group	A minor faction having a hard time. Why care?
13	Kidnapping, someone disappeared, it matters. They have to be rescued.	Who could be so important that it is our interest to help?
14	Corruption everywhere, we are not safe, law is weak, military is non-existent	Weak authority, someone must do something!
15	Trade route compromised, business is terrible, resources gone	What are the means of living of the population in here?
16	Weird event happened, phenomenon, feels very strange, something not right	Any supernatural forces or major technologies in play?
17	Total extinction, annihilation, what is going on, what are our morals?	Think of a situation of desperate need, and survival
18	Uprising, rebellion, revolution, freedom, bring the powerful down, lost battles	Which minor factions are fighting a lost battle?
19	Chaos, despair, pandemonium, order no longer, anarchy, lack of authority	Pick an area where law has no voice, and will never have
20	Catastrophe damage control, survival, doing what we can, it is not enough	Bring a dramatic event to the location, which role to play?

Consider: Can you adapt the big problem to your setting, combined with the location you came up with?

3. Time to make your main characters

Create interesting characters you would like to play. You may play a lone wolf actor to play 1st person, and let everyone else be an NPC (even followers). Or you can make a small party, play in 3rd person, have them talk to each other, different personalities. Relate them to the above issue, and figure which role they play.

4. Ready? Now the Scene Zero begins

From this step forward, you should be in-character: Each of the following steps in the guide, can be roleplayed already. Scene zero stands for this “pre-game” build up stage, by connecting your characters to the ideas you start gathering here. Start with: Where are they now? What is happening around them?



If you are playing solo, you could play by writing, recording yourself, screen, or voice. Playing in your head “day-dreaming” can work well too, but draft some progress notes.

5. Eventually, you get a plot hook call:

Somehow, your characters will be called to act, either by someone or a situation that pulls them in.

d20	Call hook	You may also think about...
1	You receive a formal request, a petition, a royal mandate	What do rulers or governors want from you?
2	Someone invites you to a private meeting, it's important	Think of fancy, rich, or powerful people
3	Someone made a great sacrifice today; it can't be for nothing	Someone did their best, but wasn't enough
4	You found something that could change it everything...	What could bring hope to the big problem?
5	Something happened that it now became very personal	What are your character backstories?
6	Something bad happened, related with the big problem	Think of today, now, what happened?
7	It's a life-or-death matter, someone can be in great danger	Why PCs are the only ones who can help?
8	Desperate request from someone who really needs it	Bring a minor faction who is deeply affected
9	It's an order. You might not want to, but you have no choice	Which faction do your PCs respond to?
10	Someone with strong network, connections, makes an offer	Think of a shady contact, capable to act
11	A faction could use your help, they are willing to pay	What would your PCs do for a good pay?
12	Conflict reached a certain state, something has to be done	Think of what could be a last chance, ever
13	You are being watched, following, conspiracy perhaps?	Your PCs are suspects. What did they do?
14	A paid job, there's a lot of gold/money/wealth involved	Morally not correct, but the pay is worth it
15	Found a map with instructions, or a secret location	Think of an interesting ruin, or dungeon
16	You were in the wrong place, at the wrong time	It begins with a bit of bad luck, what was it?
17	Family petition, either of your own, or an important one	Are your PCs close to someone they care?
18	Found a dead body, very strange, what happened?	A corpse, who (or what) perished?
19	You got attacked, endangered, why? What do they want?	Who could attack your PCs?
20	There is a conflict, perhaps moral, you have to pick a side	Bring two sides with reasonable arguments

6. What should we do? What is the big picture?

At this point, your characters were pulled in. Is it clear already what are they called to do? If not, here some ideas for the “big goal”, the final destination of their journey.

 d20	Mission	 d20	Catch
1	We have to defeat someone really bad	1	We don't know where the target is
2	We have to defeat a faction, bandits or outlaw	2	The target is constantly moving
3	We have to discover who did something	3	Someone else got involved, but who?
4	We have to sabotage an operation	4	They know, or are already expecting us
5	We have to retrieve an important object	5	We've got competition, be careful
6	We have to stop someone from doing wrong	6	There are traps, it is quite dangerous
7	We have to look for something in a location	7	They have large, or powerful army
8	We have to rescue someone from trouble	8	Law and government are not in our side
9	We have to destroy an objective, or location	9	Family is involved (ours, or other's)
10	We have to spy on someone to confirm	10	We are missing some names, information
11	We have to transport a valuable object	11	We have to keep this very low profile
12	We have to transport someone safely	12	No killings (or at least no innocent losses)
13	We have to protect a group in disadvantage	13	We know where, but it is hard to get there
14	We have to prevent an operation from happening	14	They have a complex network, agents
15	We have to secure a key location before it's late	15	Someone especially powerful is behind it
16	We have to assault a strategic convoy	16	A legendary enemy is on their side
17	We have to attack where they don't expect us	17	Location conditions extremely hazardous
18	We have to reveal or divulge the truth	18	No known vulnerability, or safe approach
19	We have to convince them to change their mind	19	We aren't yet ready, strong, or well-armed
20	We have to fulfill a personal or backstory goal	20	We are under a time limit, hurry up

Consider: Figure any leftover **who**, **why**, **what**, and **where** from the prompts. Tie things together.

Play your characters reactions, dialogs, and plans

Scene zero is already playing; we are not yet at **scene one**, but this build up stage can be of great help to get in-game, and start challenging your brain for creativity prompts, and content.

Feel free to skip one or more steps, or why not skip it altogether, particularly if you are playing a pre-made adventure, or you know exactly what kind of game and story you want to play.

7. Where do we start? What is the first task?

A trigger brought your characters to act, but what is the first lead or starting point to get going?

	First lead prompt
1	We've got a lead that points to an unexpected location
2	There is someone you have to talk to, but they're in danger
3	Someone is about to attack a key location, defend it
4	Relevant people are going to have a secret meeting
5	Someone died recently, take a look, perhaps there is a lead
6	We know someone who can tell you more, but they don't like us
7	They did something terrible in a location recently, investigate
8	There is a source of information nearby, it can tell us more
9	They are sending someone to take measures, stop them
10	We received this anonymous note, perhaps you can figure it out?
11	We found this item in there, after such thing happened
12	We have someone, but he's scared to death, he saw everything
13	Talk to a prisoner, or an equivalent uncooperative character
14	Certain official records, or an announcement is contradictory
15	We have someone willing to betray them, but want something back
16	We could conduct an attack, but we need to learn more of the enemy
17	Someone disappeared, or gone missing, find him, it's important
18	We confirmed the location of a key object, investigate it, or steal it
19	They lost control of things, it went loose, we have to stop it
20	Someone abandoned a location, but why? Check it out

Consider: The starting point is a critical source of information to get to your **first scene**, it should be as specific as possible, so, before proceeding, make sure such goal is as clear as possible (without spoiling the answers).

At this point, your PCs personal, and group goals must be clear, along with what is against them.

Notes about the guided tour

You should have by now a clear picture of the world your characters live in, an idea about world problems, a plot hook, and some first leads as in where to start. You might have skipped this if playing your own proposal.

Still, you might feel you have a lot in your hands, and that is true. GM emulation is by no means GM replacement. You have still to play, guide, and interpret what is yet to come, as a GM. However, all these prompts are going to both, make it easier for you, and make you feel you are not alone in here.

With technology, you could also play with an AI, but GUM's method is still valid for playing that specific kind of game that you want to play, which no AI or GM can (yet) give you. On top of that, you practice GM skills!

8. What kind of opposition do we deal with?

What are your characters up against? And remember, if you have any preconceived ideas, or if any of the previous tables prompted who your enemies are, feel free to skip ahead (Always use only what you need).

	Consider that...
1	They have plenty of minions to stop you
2	They have the law/police/guards on their side
3	They receive government/official support against you
4	They made arrangements with contracted goons
5	They have agents in disguise on your hunt
6	They have voice, eyes and ears, everywhere
7	They are rich, and count with plenty resources
8	They are politically powerful, you are nobody
9	They have agents with special abilities
10	They are aware of you, or are expecting you
11	You are exceedingly outnumbered by them
12	You have a relationship with one of them
13	You possess something that is causing them harm
14	Your backstory is causing them trouble
15	Your backstory is causing you trouble
16	You aren't sure how or where they operate
17	You have a friend, or family, on their side
18	You could use a specific faction's help
19	You need a special weapon or item to get to them
20	You need contacts or networking to reach them

Take the time to define your enemies and general opposition, whether that is yourself, monsters or a corporation. On top of that, don't forget to think **what your PCs want to achieve**, their goals, both personal, or as a group, and **what kind of troublesome background** they carry on with them.

Playing without game master requires driven characters that have the motivation, and the desperate need to get things done. Things will not always just happen to them. They have to act. You have to act.



Consider that **steps 5, 6, 7, and 8** can be used for quest generation, throughout your game

Where next? Coming up with your scene one

Now, you have to think what is the best **scene one** for you to jump into your PCs shoes; your official game starting point, location and time. Follow these steps for a smooth transition into playing:

1. Read and familiarize yourself with tools I, II, III, IV, and V. Know **when** each of them should be used.
2. Have a very present copy of the **Meta-Tool** table, this is your main source of scene creation.
3. Locate the NPCs and Locations tables, read their column headers so you know what you can ask.
4. Choose a **time**, **place**, and **situation** for your scene one. It can be, for example, continued right after you defined your mission and goals, or days after, when your PCs arrive to their first destination.

Repeat this process for scenes two, three, etc., and you have an **infinite** source of scene generation ideas.

Meta-tool: Unfold the game

This tool is the main driver of content for your game. If you play with a strong GM hat, then you may not need it, as you come up with every stage and scene in your game. However, if you welcome certain tone of surprise, and source of inspiration for your scenes, then this is the master tool for it. Use on a need-basis.

Scene designer table

Use the scene designer table to come up with a scene situation. It can work fine in various situations:

- You arrive to a new location, where anything could happen, really
- You are not sure what happens next, or how the world reacts, to your PCs recent actions
- Your PCs are taking concrete action, but they are not in full control of their surroundings
- When traversing an area (e.g., a dungeon), and you want to have certain number of scenes.

 d20	Focal point	It could be about...
1	Conflict	Important fight, boss, relevant encounter, high stakes, or stress.
2		Filler fight, ambush, attack, interruption, or equivalent trouble.
3	Skill test	Hit or miss test, one opportunity, else try something else.
4		Fast reaction test, might lead to harm, difficult, stressful.
5		Careful test, obstacle, delicate situation, patience, teamwork.
6		Smarts, knowledge, analysis, perception, investigate, crafts.
7	NPC presence	Someone causing trouble, in your way, or otherwise unhelpful.
8		Someone neutral, could know something, otherwise move on.
9		Someone helpful, or with right knowledge, indicated person.
10	Object	Something to interact with, be taken, or somehow actionable.
11		Something here reveals a lead, information, intel, clue or lore.
12	Location	Problematic location, hazardous, dangerous, inconvenient place.
13		Location itself is the focus, unique place, area of interest, a zone.
14	Random event	Event or interruption, could affect plans, keyed scene, important.
15		Redundant event, ambiguous situation, lore, or setting specific.
16	Difficult situation	Circumstances are not the expected, something is different.
17		Inconvenience makes things worse, or intel was not accurate.
18		Troublesome complication, unforeseen risk, unexpected trouble.
19		Plan changing problem, completely wrong intel, off the track.
20	Discovery	Open scene for investigation, discovery, findings, exploration.

Why is this called a 'meta-tool'?

This feature represents a tool that is in essence, above others. From here, you can derive closer to which tools you can use to further deep-dive into an open situation. For example, a **skill test** can be expanded with [Tool IV: Challenges](#) while NPC presence can derive into expanding it using the [NPC Random Tables](#).

Meta-tools in GUM are openers for the unexpected, where you are literally open for anything. It should help narrow down your options, from "anything" down to a specific "focal point" you can get in a scene.

Tool I: Oracle

Asking questions is the way to go, when playing without a GM. Oracles are introduced before anything else, since you may need them both when **preparing** the game, or while **playing** it. This is a fundamental tool.

I can answer your questions from different points of view. It all depends from which perspective you ask it.

- As the **GM** (universal truths) → *Is there money in the box? - Is the Queen sitting next to the King?*
- As a **PC** (perception, subjective, readings) → *Can we see James, from here? - Does she look angry?*
- To an **NPC** (dialogue, persuasion, taunting) → *Hey John, do you know where your father is?*

You may have a bias when asking, so roll twice, and keep the highest for a yes-bias, or keep lowest for a no.

d20	As the GM	In character	To another character
1	Strong no	No, in fact...	No, in fact...
2	Strong no	No, in fact...	No, definitely not.
3	No	No	No, something's missing...
4	No	No	No, but hurry up...
5	No	No	No, it can be dangerous...
6	No	No, but...	No, I think not...
7	No	No, but...	I don't think so, not sure.
8	No	Requires skill test	Don't know, but I know who...
9	Weak no	Requires skill test	I'd be in trouble...
10	Weak no	Can't tell for now	Don't know, no idea.
11	Weak yes	Can't tell for sure	It depends...
12	Weak yes	Requires skill test	It's complicated...
13	Yes	Requires skill test	Don't know, but I know where...
14	Yes	Yes, but...	It's possible, not sure.
15	Yes	Yes, but...	Yes, I guess so.
16	Yes	Yes	Yes, but be careful...
17	Yes	Yes	Yes, and hurry up...
18	Yes	Yes	Yes, despite...
19	Strong yes	Yes, not only that...	Yes, of course.
20	Strong yes	Yes, not only that...	Yes, and also...

Grand oracle table

The most powerful skill you can achieve to play without a game master is to dominate the general oracle table; you'll have an infinite source of answers, subject topics, dialogue, explanations, reasons, and more. The oracle table has three columns: **action**, **descriptor** and **subject**. Combine them in different ways to get what you are looking for.

action + subject	Most typical for a random event, action, inquiry, or conversation content
action + descriptor + subject	A more detailed version of an event or activity, with an added adjective
descriptor + subject	Useful to refer to a topic, object, item, or any specific matter
descriptor + descriptor	Useful to describe for example objects, locations, people, monsters

- "My PCs are investigating a strange totem in the desert. What else do they see around it?"

Formula: Descriptor + Subject → (95) 'Useful' + (85) 'Soldier'

Interpretation: "You didn't see him before, but there is a man on the ground. He seems yet to be breathing..."

- "Why did the King bring the horse with him? That is indeed strange!"

Formula: Action + Subject → 1d100: 60 = 'Invest' + 1d100: 57 = 'Decision'

Interpretation: "Who knows. Either he is crazy, or he really decided that he can buy her heart with a horse!"

Grand oracle: Whenever you ask an open question, or simply are looking for inspiration on a matter, roll 1d100 on any combination of columns below, and use your imagination to make sense of the words rolled.

 d100	action	descriptor	subject	 d100	action	descriptor	subject
1	Abandon	Abundant	Ability	51	Ignore	Isolated	Knowledge
2	Accuse	Accessible	Agreement	52	Inform	Known	Land
3	Achieve	Annoying	Alertness	53	Insist	Legendary	Life
4	Acquire	Artificial	Ambush	54	Interrupt	Limited	Location
5	Alleviate	Broken	Annihilation	55	Investigate	Magical	Machine
6	Approach	Buried	Army	56	Join	Major	Meeting
7	Approve	Careful	Arrival	57	Launch	Minor	Message
8	Arrange	Cautious	Artifact	58	Lead	Missing	Military
9	Assault	Chaotic	Artifact	59	Learn	Monstrous	Monster
10	Assist	Civilized	Ascension	60	Liberate	Native	Mystery
11	Attack	Clever	Barricade	61	Locate	Natural	Objective
12	Avoid	Cold	Battle	62	Lose	Necessary	Offense
13	Believe	Complicated	Belief	63	Move	Negative	Operation
14	Capture	Concealed	Building	64	Observe	New	Opportunity
15	Challenge	Confidential	Business	65	Obtain	Nimble	Opposition
16	Change	Controlled	Campaign	66	Offer	Obscure	Order
17	Claim	Corrupt	Command	67	Oppose	Pathetic	Organization
18	Command	Damaged	Conflict	68	Organize	Political	Partnership
19	Conclude	Dangerous	Consequence	69	Persuade	Popular	Peace
20	Condemn	Dark	Council	70	Prepare	Positive	People
21	Conduct	Decadent	Creature	71	Prevent	Powerful	Perception
22	Confront	Delicate	Culture	72	Promise	Precarious	Person
23	Create	Destroyed	Curse	73	Protect	Primitive	Plan
24	Deceive	Developed	Danger	74	Prove	Protected	Politics
25	Declare	Different	Death	75	Provoke	Recovered	Power
26	Defeat	Elevated	Declaration	76	Reach	Reinforced	Prison
27	Defend	Empty	Destruction	77	Recognize	Renown	Problem
28	Demand	Enigmatic	Dialogue	78	Reduce	Resistant	Promise
29	Desire	Environmental	Disease	79	Remind	Sacred	Rebels
30	Destroy	Essential	Distance	80	Request	Safe	Reputation
31	Detain	Explosive	Distraction	81	Require	Scared	Resources
32	Detect	Fearsome	District	82	Rescue	Scattered	Roads
33	Discover	Foolish	Enemy	83	Research	Secret	Settlement
34	Dispatch	Forbidden	Energy	84	Retain	Selected	Situation
35	Divide	Forgotten	Equipment	85	Retrieve	Special	Soldier
36	Eliminate	Guilty	Evil	86	Reveal	Strange	Sorcery
37	Encourage	Heated	Experiment	87	Sabotage	Strategic	Superiority
38	Endanger	Helpful	Facility	88	Scare	Strong	Survival
39	Engage	Hidden	Faction	89	Search	Technological	Technology
40	Enhance	Holy	Family	90	Secure	Temporary	Territory
41	Ensure	Humid	Fear	91	Send	Traditional	Thoughts
42	Evaluate	Illegal	Fortress	92	Serve	Trustworthy	Time
43	Expect	Important	Freedom	93	Solve	Unique	Transport
44	Fight	Impossible	Friend	94	Spread	Unknown	Triumph
45	Focus	Inactive	Government	95	Spy	Useful	Truth
46	Follow	Infested	History	96	Submit	Utilized	Tyranny
47	Fortify	Innocent	Hope	97	Summon	Valuable	War
48	Handle	Inspiring	Influence	98	Trade	Violent	Wealth
49	Harm	Interrupted	Information	99	Travel	Weak	Weapons
50	Hinder	Irresistible	Justice	100	Worship	Wonderful	World

Tool II: Plan check

Plan checks are important when your characters have a plan, or take a deliberate action, go somewhere, or open a door, confront someone, trigger an ambush, or anything that could, essentially, "go wrong". You have four levels of tension, which alter the odds: roll the most fitting column, and check how things go.

Safe 🎲	Risky 🎲	Tense 🎲	Exploding 🎲	Your PCs plans are...
-	1	1-2	1-3	...cancelled, because of a problem 🎲
1	2-3	3-5	4-6	...suffering, a complication 🎲
2	4-5	6-8	7-10	...facing, an inconvenience 🎲
3	6-8	9-10	11-13	...given, under a circumstance 🎲
4-18	9-18	11-19	14-19	...carried on as you expected
19-20	19-20	20	20	...enjoying good fortune

Issue table

This is how I ruin your PCs plans, and tell you roughly how. If you rolled an alteration in the plan check table above, then use this following table to guide yourself into making up what kind of situation your PCs get.

🎲	1. Circumstance	2. Inconvenience	3. Complication	4. Problem
1	Curious object	Undesired NPC	Lost trace, target	Lost trace
2	Tricky location	Unexpected NPC	At risk, endangered	Too dangerous
3	Enemy presence	Security, watch	Ambush, alarm	Tightly defended
4	Unexpected NPC	Government, law	Trap, hazards	Gone for good
5	Trade opportunity	Displaced, moved	Exposed, revealed	Got anticipated
6	Being watched	Blocked, locked	Late, wasted time	Too late, missed
7	Confirm an idea	Distraction, annoying	Missed chance	Misfortune
8	Facts contradicted	Ongoing event	Sabotage, hinder	Wrong, bad intel
9	Bring world detail	Changed, altered	Damaged, harm	Broken, damaged
10	Deeds of enemy	Backstory related	Manipulation, deception	No longer valid
11	Worrying event	Leaked, revealed	Area conditions	Area is blocked
12	Awe and wonder	Insufficient, lacking	Harder than expected	Now impossible
13	Someone jealous	Trespassing, illegal	Reputation issues	Government, law
14	Strange smells	Draw attention	Bad news	Now unattractive
15	Feel cold, shiver	Not yet ready	Damaged, broken	Not a good idea
16	Feel warm or fire	Area conditions	Mistake, failure	It was a mistake
17	Something changed	Resources	Useless, insufficient	Destroy, sabotage
18	Warning message	Delayed, late	Reinforce, fortify	Reinforced, fortify
19	Remote event	Missing, gone	Captured, taken	Claimed, sold
20	Face world issues	Aware, expecting	Dispute, fight	Change of plans

Tool III: Intervention

If you have a short moment of silence, tension, or risk: Call a 60% chance for me to intervene in your game. Voluntarily roll on the following table, whenever you would like to know if “anything” happens.

For example: *“After we close the deal with the bandits, we turn around, and leave... (intervention check)”*

 d100	The GM...	 d100	The GM...
1-20	Remains silent, what do characters do?	51-70	Remains silent, what do characters do?
21-25	Invoke random event  subject + action	71-75	Invoke random event  subject + action
26	Sudden change in the location conditions	76	Sudden change in the location conditions
27	Strange sound can be heard	77	Strange whispering can be heard
28	Gives a single character a chance to shine	78	An NPC conducts a good action
29	Positive surprise, good news, or luck	79	Negative surprise, bad news, or bad luck
30	Opportunity to find very interesting loot	80	Something requiring immediate attention
31	Recent action was a good idea because...	81	Recent action was a bad idea because...
32	Active opposition approaches, avoidable	82	Puts characters in danger, tension or risk
33	An object that can be interacted with	83	Situation that conflicts with PCs interests
34-36	Starts an unavoidable combat 	84-86	Starts an unavoidable combat 
37	A location detail not seen before	87	Engages into detailing further the location
38	Brings someone despicable to the scene	88	Something fails or behaves erratically
39	Witness or hear from an enemy evil deed	89	Witness or hear about enemy next deeds
40	NPC requests, or demands something	90	NPC makes an offer, or gives something
41	Enemies nearby are now aware of PCs	91	Enemies nearby are not yet aware of PCs
42	Brings a very convenient NPC to scene	92	Brings a very inconvenient NPC to scene
43	Shows an element related to local history	93	Lays out hazardous traps or an ambush
44	Brings an imminent risk about to trigger	94	Brings an imminent risk about to trigger
45-50	Makes PCs try overcome a skill test 	95-100	Makes PCs try overcome a skill test 

Tool IV: Challenge

Skill test table

Skill tests can be triggers for your imagination to come up with scenes and problems on your way. You decide how that makes sense in your current situation, location, and context. A *strength-based* test in the wild could be a fallen rock in your way, while on a cyberpunk facility, it could be a jammed metallic door.



Skills involved do NOT imply **how** your PCs solve them, but **only** to serve as situation inspiration. In the example above, a fallen rock in your way (because it is what you came up with after reading "strength"), may lead to the PCs to use magic, or look for another path, instead of force.

	1. Skill involved	2. Situation	3. Prompt	4. Conditions
1	Situation for what PCs do worst, vulnerability	Someone watching	It's broken, must restore	Hard to move terrain
2	Resist, endure, withstand, fortitude test, hold on!	Can hurt, must heal	What is that smell?	Atmospheric hazard
3	Push, kick, smash, pull, throw, lift, move	Inconveniently placed	It's about to fall!	Vision difficulties
4	Get over someone, make them, the hard way	Easier with right tools	What are they doing here?	Elevation or levels
5	They are too many, another way, trick them	Costs wealth, resources	What is that?	Slow to move terrain
6	Move, quick, run, quickly! watch out!	Annoying presence	That is treason!	Many obstacles
7	Jump, crawl, squeeze, climb, stretch, swim, air	Easy, simple, solvable	What is that sound?	Underground
8	Only a specialist or expert can do, setting specific	Hard, difficult, complex	Did you see that?	Distracting elements
9	Better not to be detected, guards, sentinels	Can harm reputation	An explosion	Destroyed field
10	Test of spirit, will, mentality, wits, courage	Difficult terrain	Something starts failing	Unstable ground
11	Locked out, to steal, watched, protected	Time limit, one shot	Never seen that before	Atmospheric issues
12	Dodge, evade, run, act quickly, hurry up	Vision difficulties	They need help!	Open spaces
13	It's here, must be, have you seen, heard that?	Haste is rewarded	It's full of traps	Large ground
14	Test of pilot, drive, handle, ride, control, manage	Needs a distraction	Are they trying to trick us?	Something on fire
15	Low morale, scared, uninspired, unwilling	Team effort, needs help	This needs careful study	Water presence
16	Trace, footstep, supplies, survive, fetch, collect	Dangerous consequences	This is so weird, magic?	Narrow passage
17	What is that? Historic, cultural, weird, magical	Distracting elements	Someone was here	Impassable areas
18	It's broken, not working, failing, erratic, jammed	Lengthy, phased	They are way too many	Danger to fall
19	Injured being, person, in pain, hurts, sick, poisoned	Do silently, swiftly	Advanced technology	Large structure
20	Situation for what PCs do best or are good at	Atmospheric issues	This should be stopped	Moving objects

Tool V: Combat

Combat scene table

If your RPG game has some crunch, monsters, goons and flashy battles, then this is for you. Either choose a focus column of your interest, or roll one or two cross-elements (1d4) at random.



Use dice for measurable content. For example, how many enemies, exactly? Roll 2d4. How strong are they? Roll 1d4, where 1 is weak and 4 is strong. While also asking yes or no questions too!

	1. Conditions	2. Tactical	3. Behavior	4. Composition
1	Hard to move terrain	Plenty of cover	Aggressive, frontal	In numbers, but weak
2	Atmospheric hazard	Time limit	Ambush surprise	Immunity to typical damage
3	Vision difficulties	Bystanders in between	Flanking and split	Start buffed/prepared
4	Elevation or levels	Tactical devices	Hide to sneak attack	They have a healer/supporter
5	Slow to move terrain	Machinery for use	Buying time	One of them is well equipped
6	Many obstacles	Immobilizing traps	Protecting someone	One of them uses toxins
7	Underground	Explosive traps	Protecting something	One of them is heavy armored
8	Distracting elements	Vehicles or platform	Keeping distance	Dedicated protector/champion
9	Destroyed field	Mounted weapons	Narrowing distance	Few can fly or swim
10	Unstable ground	Disadvantage start	Focus one target	Got very powerful weapon
11	Atmospheric issues	At an advantage	Spread out	Magic or tech member
12	Open spaces	Climbable spot	Protect key member	Few, but strong
13	Large ground	Flanking routes	Set up a hazard	One very strong, others weak
14	Something on fire	Doors or triggers	Holding position	Mixed melee and ranged
15	Water presence	One side has no cover	Ready to escape	All melee
16	Narrow passage	Capture the flag	Fight to death	All ranged
17	Impassable areas	Protect the object	Cowardly	Can move very fast
18	Danger to fall	Key spot in the center	Honorably	One of them can cripple
19	Buildings/large cover	Key spot in the sides	Taunting	One of them can summon
20	Moving objects	Protect someone	Defensive, careful	Area of effect items

Concluding threads

Playing without GM can lead to a situation where you keep thickening the plot forever, and ever. You need, however, a measure of progress, to set “alerts” that remind you to start wrapping up, either for conclusions, or at least, for a significant milestone in your game.

A progress track gives you an idea of where you are in the game, so you begin driving your interpretations toward answers, or right away give your PCs what they were looking for. The how is up to you, but a good advice is to look back at how things went so far, and lead to a climax, clinching clues, and ‘aha’ moments.



It is way harder to conclude threads, than to extend, twist or even start new ones: It is healthy to give away what PCs want, from time to time, including rewards, loot, and personal achievements.

We'll keep track of a **PLOT SCORE**. By the end of each scene, event or meaningful moment. Score the situation based on how important it was for the plot, and increase the score with the according dice below. Once we reach a defined threshold (based on the length we plan to play), then start ending the chapter.

1. Decide the length of threads

This should happen once, and never change.

Plot complexity	Plot score threshold
Side-quest, small job, task	20
Average length thread	30
Long or complex story thread	40

2. Increase the Plot Score

Just when you are ready to start your next scene, take a moment to evaluate what happened so far.

Progress assessment	Score increase by...
It didn't add much	1d4
Some progress was made	2d4
It was quite important	2d6
It was critical	3d6

3. Trigger game ending

When you reach the plot score threshold, it doesn't mean the game is over, it can be as much an ending as it can be a milestone. You can continue playing for as long as you like, but keep in mind the threshold is a reminder for you to start driving the game to an ending. It just doesn't have to be immediately.

This means, as you continue to play normally, always add bits and pieces that give away answers, discover those missing explanations, and encounter those final enemies your PCs been looking to find.

Random tables: Locations

Where? – Location identity

Define a location. Where does such thing happen? Or where to go? If you know the type, choose a column.

	1. Building	2. Urban	3. Outskirts	4. Wilderness	5. Space	6. Special
1	Fortification	Urban center	Military outpost	Cliffs, hills	Space station	High in the skies
2	Bank, institution	Neighborhood	Outlaw hideout	Ocean, waters	Space debris	Low or no gravity
3	Military, barracks	Tower, skyscraper	Industry, product	Hot weather	Deep space	Deep down
4	Government	Gardens, botanic	Farm, crops	Cold weather	Rocky planet	Ruins, abandon
5	Library, study	Bridge, tunnel	Mineral extract	Marsh, lake	Asteroid base	Alien, weird
6	Industrial	Streets, alleys	Route, roads	Forest, woods	Raw moon	Hi-tech, magical
7	Clinic, healing	Marketplace	Settlement	Jungle, wilds	Moon base	Superstructure
8	Palace, mansion	Building complex	Difficult terrain	Disaster zone	Jungle planet	Huge facility
9	Workshop	Construction	Private property	Plains, grassland	Orbital ruin	Floating, elevated
10	Food place	Merchant district	Ruins, abandon	Caves, mines	Orbit satellite	Fascinate, wonder
11	Magic, labs	Noble quarter	Tower, control	Rocks, cliffs	Ocean planet	Sacred, holy
12	Prison, jail	Canal, fountain	Encampment	Island, reef	Research base	Nature, life
13	Research, facility	Supply, energy	Fishing, hunting	Rivers, creek	Military base	Graveyard, dead
14	Cemetery, grave	Underground	Dam, canal	Valley, ravine	Ice planet	Fog, unseen, dark
15	House, living	Slums, crime	Traveler's inn	Excavation	Asteroid belt	Battleground
16	School, academy	Abandoned, ruins	Hazardous zone	Waterfall, floods	Faction ship	Unstable, erratic
17	Trading post	Temple, church	Moving vehicle	Sands, desert	Pirate ship	Islands, isolated
18	Church, divine	Schools, museum	Isolated building	Rocks, peaks	Gas giant	Volcanic, on fire
19	Entertainment	Port, customs	Silo, mill, barns	Snow, ice	Livable planet	Torrential, rain
20	Setting specific	Setting specific	Setting specific	Setting specific	Refuel station	Sea, floating

Where? – Location detail

Likewise, if you know about a location already, I can help come up with some details about it:

	1. Feature	2. Worth	3. Purpose	4. Inhabitants	5. Looks	6. Activity
1	Faction	Political value	Communication	Civilians, workers	Old, obsolete	Politics
2	Legendary	Sacred, divine	Security, watch	Military, mercs	New, modern	Fight
3	Inhospitable	Unique, curious	Defense, military	Traders, merchant	Dark, foggy	Discussion
4	Dangerous	Source of wealth	Transportation	Leader, figure	Bright, light	Plan, prepare
5	Secured	Mineral, resource	Research, study	Monsters, robots	Colorful, alive	Trading, deals
6	Secretive	Advanced tech	Storage, depot	Bandits, rebels	Sad, opaque	Security, guard
7	Unstable	Classist, elitist	Medicine, clinic	Culture or tribe	Joyful, cheering	Special event
8	Magic, tech	Strategic place	Power, energy	Scholars, educated	Simple, minimal	Nothing
9	Sabotaged	Military strategic	Repair, work	Faction members	Bloated, heavy	Damage, repair
10	Disputed	Trade routes	Hospitality	Abandoned	Active, busy	Emergency
11	Destroyed	Strategic nature	Educate, train	Famous, heroes	Inactive, unused	Daily activities
12	Atmosphere	Opportunity	Study, torture	Animalistic beings	Noisy, sounds	Visits, meeting
13	Bad atmosphere	Industrial power	Entertainment	Machinery	Silent, peace	Bad news
14	Under conflict	Magical, special	Socializing	Dead, undead	Crowded, packed	Good news
15	Abandoned	Bottleneck	Production	Travelers, mixed	Empty, space	Crime
16	Forbidden	Well-connected	Food and drinks	Selected people	Stressful, intense	Treason
17	Ruin	Touristic, value	Trade, business	Poor, outcast	Relaxing, peace	Oppression
18	Isolated	Nature, paradise	Decision making	Rich people	Conservative	Government
19	Unholy	Elevated position	Operations	Noble, loyalty	Techy, magic	Searching
20	Bad reputation	Fertile, land	Home, survival	Servant, employee	Unique, special	Alert, paranoid

Random tables: NPCs

Who? – Character identity

I can also help you figure out who is the character being mentioned. Choose a type, or randomize with a d6:

	1. Civilian	2. Skilled	3. Fighting	4. Connected	5. VIP	6. Special
1	Lowlife	Healer	Controller, conjurer	Politician	Faction leader	Monster, beast
2	Beggar	Blacksmith	Warrior, soldier	Advisor	Rich merchant	Ethereal, invisible
3	Farmer	Chemist	Archer, crossbow	Smuggler	Military leader	Non-intelligent
4	Innkeeper	Academic	Rogue, hiding	Noble, royal	Landlord, owner	Mutant, enhanced
5	Trader	Accountant	Sorcerer, hacker	Diplomat	Prophet, cultist	Mage, warlock
6	Helper	Agent	Acrobatic, fast	Business	Holy, priest	Flying, fast-move
7	Guard	Engineer	Summon, drone	Trustee	Mayor, sheriff	Swim, excavate
8	Kid	Artist	Heavily armed	Journalist	Criminal leader	Vehicle, mount
9	Mother	Criminal	Grenadier, flasks	Investigator	Royalty, noble	Alive object, AI
10	Father	Merchant	Melee, weapons	Activist	Field expert	Divine, Deity
11	Regular	Councilor	Healer, cleric	Innkeeper	Ruler, governor	Golem, robot
12	Worker	Expert	Defender, guard	Storyteller	Knight, veteran	Golem, construct
13	Builder	Repairman	Assassin, skilled	Renegade	Ambassador	Virus, bacteria
14	Cleaner	Activist	Techie, gadgets	Family	Magician	Limbs, implants
15	Driver	Musician	Unarmed, martial	Guard	Valued expert	Undead, cloned
16	Maid	Administrator	Large, big, slow	Best friend	Companion	Huge, large
17	Servant	Writer	Exotic, different	Spy, agent	Unique being	Small, nimble
18	Postman	Acolyte	Mutant, cyborg	Fixer, broker	Major enemy	Night, dark
19	Thief	Craftsman	Grapple, disable	Whistleblower	Personal enemy	Legend, hero
20	Setting specific	Setting specific	Setting specific	Setting specific	Setting specific	Setting specific

Who? – Character detail

I can come up with NPC details. But how many, or which kind of details you know of them?

	1. Attitude	2. Wants	3. Edge	4. Quirk	5. Looks	6. Stuff
1	Generous	Wealth	Intelligence	Reputation	Piercing	Defensive item
2	Talkative	Attention	Personality	Weak	Special limbs	Tech gadgets
3	Determined	Loyalty	Connections	Wanted	Well dressed	Transport
4	Motivated	Survival	Influence	Delusional	Makeup, tattoo	Followers
5	Optimistic	Status	Leadership	Sick	Scarred	Fancy cloak
6	Courageous	Happiness	Allies	Dependents	On drugs	Expensive stuff
7	Nervous	Growth	Wisdom	Addiction	Techie	Property
8	Indecisive	Popularity	Awareness	Overconfident	Athletic	Books, scrolls
9	Idealistic	Knowledge	Resourceful	Impulsive	Tall	Business
10	Annoyed	Acceptance	An ability	Secretive	Short	Servants
11	Reserved	Family	Special item	Curse	Exotic	Staff, wand
12	Resigned	Recover lost	Knowledge	Bad luck	Beautiful	Weapons, lots
13	Defiant	Recognition	Know-how	Blind	Special ethnic	Sword
14	Inquisitive	Everything	Languages	Mute	Strange face	Travel items
15	Cautious	Victory	Coldness	Arrogant	Facial expression	Dagger
16	Threatened	Revenge	Vision	Loyal	Posture	Special stones
17	Uncomfortable	Justice	Faith	Greedy	Cool	Charms, amulet
18	Avoiding	Specific thing	Streetwise	Impulsive	Ragged	A pet, a drone
19	Secretive	Redemption	Toughness	Mean	Young	Portrait
20	Intimidating	Power	Talent	Ugly	Old	Weird device

>> Motive or reason, good

1	Seek revenge on a person or enemy	51	Bring a couple together
2	Escape a difficult situation	52	Find true love or friend
3	Rescue a loved one	53	Follow a personal dream
4	Fulfill a sacred mission	54	Become a master of disguise
5	Become the leader of a country	55	Unearth a terrible conspiracy
6	Protect a place of power	56	Overcome a seemingly impossible obstacle
7	Find a way to save the world	57	Leave the world a better place
8	Restore balance to a chaotic system	58	Share a special knowledge
9	Acquire wealth and power	59	Create a masterpiece
10	Make a name for themselves	60	Master a form of magic
11	Uncover the truth of a mystery	61	Avenge a great injustice
12	Defeat a powerful enemy	62	Forge a powerful alliance
13	Find a way to be accepted in society	63	Journey to an unknown land
14	Prove their worth to another individual	64	Retrieve a stolen item
15	Start a rebellion or rebel gang	65	Unearth an ancient secret
16	Right a wrong from their past	66	Return something to its rightful owners
17	Reunite with a lost love	67	Shed light on an obscure mystery
18	Achieve immortality	68	Reconcile with an estranged family member
19	Unlock the secrets of the universe	69	Put an end to a hazardous situation
20	Overcome great physical or mental challenges	70	Achieve a monumental feat
21	Get justice for an injustice	71	Help someone in need
22	Protect a special object	72	Unearth a lost civilization
23	Avenge the death of a loved one	73	Avenge a wronged ancestor
24	Pursue knowledge and wisdom	74	Help a friend at all costs
25	Bring a group of people together	75	Conquer a great feat of strength
26	End a war or struggle	76	Overcome a personal fear
27	Create or live a utopia	77	Change a person or group's fate
28	Become a master of a craft	78	Save a species from extinction
29	Resolve a family conflict	79	Find peace and purpose
30	Become a master of a martial art	80	Disobey an unjust law
31	Obtain magical powers	81	Help a village in crisis
32	Satisfy a deep curiosity	82	Put a stop to a villain's plans
33	Become the ruler of a land	83	Take a stand against injustice
34	Live out a prophecy	84	Find redemption or innocence
35	Find a forbidden item	85	Compel a powerful force to retreat
36	Obtain a secret or information	86	Liberate a people from tyranny
37	Track down a missing person	87	Find a missing relative
38	Experience a great adventure	88	Rescue a trapped soul
39	Take on an impossible task	89	Become a hero of legend
40	Uncover secrets of the past	90	Uphold a sacred oath
41	Defeat an ancient enemy	91	Uncover the secrets of the afterlife
42	Fulfill a sacred prophecy	92	Embark on a personal pilgrimage
43	Restore order from a chaotic situation	93	Foster global understanding
44	Vanquish a great evil	94	Unlock a hidden potential
45	Bring justice to wronged innocents	95	Become the confidante of a powerful figure
46	Find a hidden treasure	96	Become a legendary warrior
47	Conquer a great mountain	97	Overcome a personal trauma
48	Discover the origin of a magical power	98	Overcome a great personal challenge
49	Come to terms with a traumatic experience	99	Establish peace between two factions
50	Transform a place of darkness into a place of light	100	Become a beacon of hope

>> Motive or reason, evil

1	To guard a secret	51	Fear of death
2	To make a point	52	Fear of the unknown
3	Change fate or destiny	53	Fear of failure
4	Sadism, fun, entertainment	54	Fear of the future
5	Jealousy, envy, revenge	55	Fear of the past
6	To create chaos	56	Hearing voices
7	Restore the past	57	Doing what is right
8	Control, dominance	58	Following orders
9	Create a legacy, long-lasting change	59	Immortality or longevity
10	Destroy a legacy, history or culture	60	A need to punish
11	Greed for money	61	A need to control
12	Greed for resources	62	A need to subjugate
13	Greed for knowledge	63	A need to be feared
14	Greed for magic or superpower	64	A need to be respected
15	Greed for political power	65	A need to be superior
16	Following a dark path	66	A need to be powerful
17	Self-preservation, survival	67	A need to be admired
18	To create a new order	68	A need to be superior to others
19	Greed for territory	69	Corrupting influence of money
20	Evil for its own sake	70	Corrupting influence of power
21	Fix a wrong or a broken ideal	71	Corrupting influence of ambition
22	Because of pain, suffering	72	Corrupting influence of materialism
23	To cause pain, suffering	73	Corrupting influence of peer pressure
24	Mental illness	74	Corrupting influence of drugs and alcohol
25	Social pressure or anxiety	75	Corrupting influence of media or information
26	Political pressure	76	Corrupting influence of popular culture
27	Selfishness, egoism, pride	77	Corrupting influence of consumerism
28	Fanaticism, religion, ideal	78	Corrupting influence of superstition
29	Intolerance, oppression	79	Belief in a false god
30	To deny the truth	80	Belief in a destructive ideology
31	Hatred of social classes	81	Belief in a dangerous cult
32	Hatred of races	82	Desperation, need
33	Hatred of religions	83	Defy a prophecy
34	Hatred of ideologies	84	Fulfill a prophecy
35	Hatred of law and order	85	Compulsion, impulse
36	Hatred of the wealthy	86	Satisfy addiction, craving
37	Being forced to do so	87	An attempt to escape reality
38	Hatred of authority	88	An attempt to escape guilt or shame
39	Hatred of the state	89	An attempt to cover up a mistake
40	Hatred of tradition	90	An attempt to protect someone or something
41	Hatred of science	91	An attempt to force conformity
42	Hatred of progress	92	An attempt to manipulate or exploit
43	Hatred of technology	93	An attempt to gain favor or favoritism
44	Hatred of change	94	An attempt to take advantage of a vulnerable target
45	Hatred of education	95	An attempt to destroy a rival or enemy
46	Hatred of knowledge	96	An attempt to satisfy a warped sense of justice
47	Hatred of art and culture	97	An attempt to remain anonymous
48	Desire to be admired or loved	98	An attempt to gain notoriety
49	Hatred of social norms	99	An attempt to become infamous
50	Hate of people in general	100	An attempt to vent anger, frustration or aggression

>> Action or intent, good

1	Make an offering to a temple	51	Rescue someone from drowning
2	Help an enemy make things right	52	Visit the sick and injured in hospital
3	Give inspiration and courage	53	Face a danger to help somebody
4	Fix a broken device or object	54	Give an enemy a second chance
5	Defeat a powerful enemy	55	Achieve peace between enemies
6	Rescue someone from falling	56	Help make friends of two enemies
7	Help an elderly or weak person	57	Help with research or investigation
8	Pay tribute to the gods or cult	58	Scout an undiscovered danger zone
9	Untangle an evil or secret organization	59	Support a vulnerable community
10	Rescue someone from a fire	60	Offer words of encouragement
11	Help someone injured get to a safe place	61	Join a minor or losing faction
12	Show mercy to a defeated enemy	62	Make redemption or ask forgiveness
13	Bring down a tyrant from power	63	Take care of creature or beast
14	Be part of a long-term project	64	Endure pain to protect others
15	Be part of an important battle	65	Right a wrong or injustice
16	Protect the nature and the living	66	Pay respect to the dead
17	Lead a team or squad to victory	67	Find and rescue a child
18	Participate in a find and rescue mission	68	Give away a family relic
19	Help with clothing and warmth	69	Bring medical supplies to a healer
20	Sacrifice a family object for a good cause	70	Bring a murderer to justice
21	Support or help a desperate family	71	Stop an enemy from doing harm
22	Educate and foster a child	72	Tell a harmful truth
23	Help defend a town or village	73	Rescue hostages or prisoners
24	Defeat bandits and outlaws	74	Help an injured soldier in battle
25	Destroy a valuable but evil artifact	75	Defend someone falsely accused
26	Listen to someone's problems	76	Rescue a dying creature
27	Give council to a king or president	77	Participate in a disaster relief effort
28	Protect an envoy or caravan	78	Help with infrastructure repair
29	Volunteer to an organization	79	Respond a call of an ally in need
30	Stop the spreading of false information	80	Donate work supplies and tools
31	Forgive someone of a wrong deed	81	Solve a complicated problem
32	Defend the king or president	82	Refuse to take revenge in a hard time
33	Discover the truth of a murder	83	Make a promise to somebody
34	Donate books or knowledge	84	Fight alongside an enemy
35	Help with food and shelter	85	Defend an innocent from harm
36	Sabotage an act of corruption	86	Build a home or community building
37	Repair critical machinery	87	Help lifting a curse or witchcraft
38	Support with weapons	88	Sacrifice something for greater good
39	Help prepare some defenses	89	Fight alongside a friend to the end
40	Participate in a rebellion	90	Secure dangerous roads from bandits
41	Help avoid a battle or fight	91	Offer craftsman or specialist training
42	Uphold the truth and justice	92	Donate to a homeless shelter
43	Give someone a ride or transport	93	Find books, lore or knowledge
44	Confront a terrible evil with courage	94	Help with financial planning
45	Bring light to a dark place	95	Defend someone in danger
46	Support a minority culture	96	Take care of a creature or beast
47	Recover a stolen object	97	Train someone to defend themselves
48	Support a lost or minority cause	98	Play an important role in war logistics
49	Help a friend or colleague in need	99	Heal or save someone from death
50	Bring back hope to the hopeless	100	Donate a horse or a vehicle

>> Action or intent, evil

1	Kill, murder, assassinate someone	51	Kill a trader, merchant or businessman
2	Make an act of stealing or robbery	52	Kill a governor, noble or politician
3	Intentionally lie in detriment of others	53	Leave behind an ally in need
4	Conspire to start a war among others	54	Take wrath or revenge on an innocent soul
5	Raid and burn a village or location	55	Acts of deception and manipulation
6	Sacrifice others for own goals	56	Creating dispute and conflict among others
7	Destroy religious artifacts	57	Be a false witness or lie to the law
8	Conduct slavery or kidnapping	58	Deliberately prevent someone from healing back
9	Exercise oppression by force	59	Hindering progress or sabotage a town
10	Betray someone by surprise	60	Hide true motives from high powers
11	Sabotage own faction operations	61	Imprisonment and torture of an innocent
12	Destroy houses, farms, set on fire	62	Forcing of unwanted marriage for power
13	Unfair actions or choices upon others	63	Drug trafficking or smuggling
14	Exercise religious intolerance	64	Refuse to comply to peace or stop a conflict
15	Conduct a violent assault or battle	65	Hide a secret that could save lives
16	Violence, raiding, looting	66	Praising or encouraging evil factions
17	Vandalism and destruction	67	Selling secrets, intel, whistleblowing
18	Torture or extortion for a demand	68	Transport hostages or prisoners
19	Join or recruit for an evil force	69	Conduct an ambush or stealth operation
20	Spying, sabotage, mind control	70	Order to destroy a group or faction
21	Give means of destruction to a faction	71	Lead a gang, mafia or troublemakers
22	Vandalism and destruction	72	Steal from the vulnerable, corruption
23	Send thugs or assassins to kill	73	Recover or usurp an evil artifact or power
24	Accept or exercise bribery	74	Give an artifact to the wrong hands
25	Sabotage machine or vehicle	75	Fake an identity or conduct forgery
26	Corrupt the innocent, force ill actions	76	Create or summon monsters or creeps
27	Destruction of nature or sources	77	Develop or research a lethal weapon
28	Abuse of power, ability or magic	78	Raise armies, monsters or mercenaries
29	Exploitation of workforce	79	Hunt down a minor or weak faction
30	Sabotage city defenses to help attacker	80	Making false promises to people
31	Pay respect to an evil god or cult	81	Conduct piracy or raid convoys
32	Destruction of old ruins and remnants	82	Prey down on the weak and vulnerable
33	Be part of kidnapping and trafficking	83	Decide not to save someone from death
34	State terrorism or vandalism	84	Denying the truth to an unknowing person
35	Support rises of tyranny or an old evil	85	Unfair trading or black market
36	Start an unjustified war or conflict	86	Cast away, banish or execute people
37	Do evil for a supposed greater good	87	Spread poison, plague or curse
38	Usurp a powerful or political position	88	Refusal to respect faith or culture
39	Assault a location with innocents	89	Raise the dead, necromancy
40	Allowing or witness unjust suffering	90	Conduct dark practices, blood or black magic
41	Conquer, colonize, override culture	91	Build secret lairs, illegal facilities
42	Hunting of creatures, beasts, preys	92	Destroy lore, history, books, knowledge
43	Neglect respect of hierarchy or an order	93	Sabotage someone's attempt to do good
44	Squander resources and sabotage	94	Break a promise, disappoint someone
45	Refusal to help someone in need	95	Hunt down a family or legacy
46	Manipulating others for benefit	96	Refuse to forgive or have piety
47	Operate illegal gambling or business	97	Promote false or malicious information
48	Ignore injustice or an ill act	98	Conduct torture and experimentation for science
49	Seduction for manipulation	99	Loot from fallen corpses or the dead
50	Conduct burglary, bank robbery	100	Spread fear and terror to control

Who, exactly?

1	Shopkeeper, innkeeper, bartender, vendor	51	Judge, lawyer, attorney, master of law
2	Blacksmith, weapons expert, weapons producer	52	Expert, specialist, professional, scientist
3	Trader, merchant, businessman, salesman	53	Outsider, immigrant, unfamiliar, strange
4	Tailor, dressmaker, armorer, fashion designer	54	Mysterious, shady, unknown, traveler
5	Farmer, peasant, countryman, serf, villager	55	Council, board, delegate, advisor, steward
6	Sea captain, sailor, pirate, shipmaster	56	Prisoner, convict, hostage, kidnapped
7	Noble, aristocrat, patrician, high-class, baron	57	Engineer, mechanic, armorer, artificer
8	Guard, soldier, security, bodyguard	58	Member of a noble or royal family
9	Courtesan, hooker, prostitute, night worker	59	Member of a religious organization
10	Captain, police, sheriff, sergeant	60	Member of the military or police
11	Priest, cleric, father, reverend, spiritual figure	61	Member of a very rich or renown family
12	Teacher, educator, trainer, master, tutor	62	Member of a political organization
13	Shaman, healer, herbalist, druid, gardener	63	Member of a strange cult or circle
14	Driver, pilot, operator, motorist, rider, engineer	64	Conqueror, conquistador, renown military
15	Hunter, tanner, woodsman, predator	65	Member of a magic or tech academy
16	Baker, chef, cook, piemaker, brewer	66	Member of a technology organization
17	Builder, constructor, architect, carpenter	67	Member of a trading company
18	Apothecary, pharmacist, druggist, chemist	68	Member of a legal or judge organization
19	Steward, representative, official, organizer	69	Member of a secret organization
20	Jeweler, miner, collector, gatherer	70	Member of an enemy faction
21	Scribe, writer, translator, journalist, archivist	71	Member of a powerful faction
22	Scholar, academic, intellectual, professor	72	Creature, monster, robot, being, drone
23	Banker, businessman, investor, dealer, capitalist	73	Competitor, opposition, contender
24	Wizard, expert, specialist, sorcerer, technician	74	Someone very scared or in hiding
25	Assassin, murderer, killer, gunman, hitman	75	Someone very angry looking for revenge
26	Jester, buffoon, clown, comedian, prankster	76	Someone very desperate and in need
27	Diplomat, agent, ambassador, envoy, emissary	77	Someone very powerful and might
28	Clerk, office worker, servant, accountant	78	Someone special for a powerful person
29	Mercenary, thug, hireling, hitman, bounty hunter	79	Powerful ally, friend, henchmen, supporter
30	Musician, artist, designer, sculptor, creator	80	Powerful enemy, boss, leader, nemesis
31	Street cleaner, public worker, janitor, porter	81	Family member, old friend, family friend
32	Explorer, scout, gypsy, roamer, traveler	82	Strange or unexpected enemy
33	Doctor, medic, healer, surgeon, physician	83	Local, original or part of this location
34	Investigator, detective, agent, operative	84	Very old character or ancient being
35	Apprentice, student, novice, pupil, trainee	85	An unimportant character or a nobody
36	Spy, agent, broker, fixer, operative, rogue, hacker	86	Strange or unexpected ally
37	Soldier, sergeant, commander, leader, lieutenant	87	Someone badly wounded or sick
38	Rogue, scoundrel, rat, rascal, thief, burglar, beggar	88	Someone who had disappeared
39	Investigator, inquisitor, interrogator, executioner	89	Someone with a bounty on their head
40	Tax collector, financial agent, accountant	90	Famous adventurer, hero, explorer
41	Tinkerer, enthusiast, builder, repairman	91	Renegade, traitor, deserter, rebel, runner
42	Knight, ceremonial soldier, honored veteran	92	Expelled, banished, deported, refugee
43	King, emperor, ruler, lord, president, queen, prince	93	Street urchin, beggar, vagabond, vagrant
44	Monk, prior, brother, abbot, preacher	94	Renown soldier, fighter, warrior
45	Bandit, rebel, outlaw, criminal, gangster	95	Demon hunter, ghost hunter, voodoo
46	Fisherman, harbormaster, port worker	96	Witch, demon, ghost, virus, AI
47	Minstrel, bard, reporter, storyteller, writer, herald	97	Mutant, cyborg, robot, shapeshifter
48	Gravedigger, necromancer, diener, pathologist	98	Politician, court member, chancellor
49	Cartographer, explorer, navigator, scout	99	Astronaut, astronomer, stargazer
50	Animal trainer, ranger, drone rigger, summoner	100	Oracle, astrologer, clairvoyant, prophet

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Credits

I hope you have read, liked, enjoyed or even shared this brew. Don't forget to check out my RPG blog: <https://jvhouse.xyz> or Ko-Fi page: <https://ko-fi.com/jeansenvaars>

Great inspirations for me, were Mythic GM Emulator by Word Mill Games, Tricube Tales by Zadmar Games, and my learnings from my previous Plot Unfolding Machine and Scene Unfolding Machine.

Cover generated using Stable Diffusion AI on my local PC.

Thank you to the following users for amazing feedback and support during private preview phase:

- Othelarian (Collaboration with ideas and algorithms)
- Steelheartx (Awesome feedback and support)
- Zadmar (Professional opinions from the Tricube Tales series author)
- Stargolem (Rockstar of analog playstyle, and supporter)
- Phillip Dudley (Community motivator, good vibes)
- Tam (Experienced indie publisher's feedback)

GUM is Pay-what-you-want on itch.io and DriveThruRPG. Donations appreciated.

